

METHOD AND SYSTEM FOR ALLOCATING LOCKS
IN A DISTRIBUTED ENVIRONMENT

Abstract of the Invention

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A system and method for managing the allocation of resources and locks to client computer systems. The system and method provides server-side control features related to resource requests for locked resources, such as establishing an expected lifetime property so that the sever may notify requesting clients as to the expected lifetime of a
10 lock to improve client-side polling methods. The system and method relates to blocking a resource or otherwise maintaining subscriptions to lock-related events to effectively allow for asynchronous grants of a lock based on the time of the request to alleviate lock starvation. Another feature relates to a server-side lock function of breaking an existing lock or at least modifying/reducing a lock timeout period to prevent lost resources.

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